TAITO™

THE ONLY GAME IN TOWN.™

Printed in Japan

EmuMovies

NES-NE-USA

HOW TO PLAY

TAITO™

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CARE OF YOUR GAME

- Always make sure the power is off when inserting or removing the game pak from your computer.
- This is a high precision game pak. Avoid subjecting it to extreme temperatures or shocks. Store at room temperature. Never attempt to dismantle it.
- Do not touch the terminal connectors or get them wet or the circuitry may be damaged. Never insert your fingers or any metal objects into the terminal leads.
- Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.

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THANK YOU

for buying **Target: Renegade** from Taito!
This hit is now yours to enjoy at home! For the most fun, read this instruction manual thoroughly before you begin your mission!

THE STORY 2
HOW TO PLAY 3
HOW TO OPERATE 4
FIGHTING TECHNIQUES 6
PLAYER STATUS & SCORING 8
BONUS ITEMS 9
GAME LEVELS 10
CONTINUE OPTION 15
HIGH SCORE SCREEN 16
HINTS & TIPS 17
NOTES 18
COMPLIANCE WITH FCC REGULATIONS 20
WARRANTY 21

THE STORY

Yo! Listen up Renegade! Mr. Big is back in town, and this time the dude wants revenge! Hey, didn't you know? Mr. Big kidnapped your brother Matt. The word on the street is that Matt is being held in Big's Pig Pen, located on the upper side of town. Oh yeah, I almost forgot - all the gangs in every part of the city are out looking for you. There's nowhere to run, and no place to hide! Get going Renegade, your brother is running out of time!

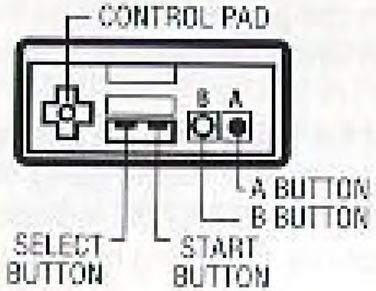
HOW TO PLAY

TARGET: RENEGADE consists of seven levels. Each level has four scenes. A scene is completed when the player defeats all the gang members in that scene. A level is completed when the gang leader is defeated.

A player starts the game at full strength. This strength decreases if the gang members hit you or knock you down. Some gang members are more lethal than others. The game ends if the **STATUS** indicator reaches zero. You can partially restore your strength by collecting hearts. Completing a level also restores your strength.

HOW TO OPERATE

CONTROLLER

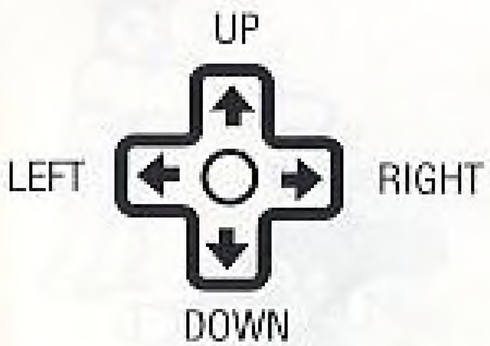


Start Button - Press the **START** button to begin the game.

Fire Button - Press the "A" button when you see the message:
PRESS FIRE BUTTON TO RUMBLE

Pause Function
- Press the **START** button to pause the game.
- Press the **START** button to resume play.

HOW TO OPERATE (continued)



"A" Button

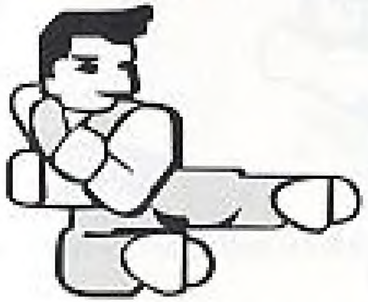
"B" Button

Use the "A" and "B" buttons to fight your enemies as follows:
Press the **"A" Button** to make Renegade punch.
Press the **"B" Button** to make Renegade throw a side kick.

FIGHTING TECHNIQUES

TARGET: RENEGADE fights gang members in several different ways:

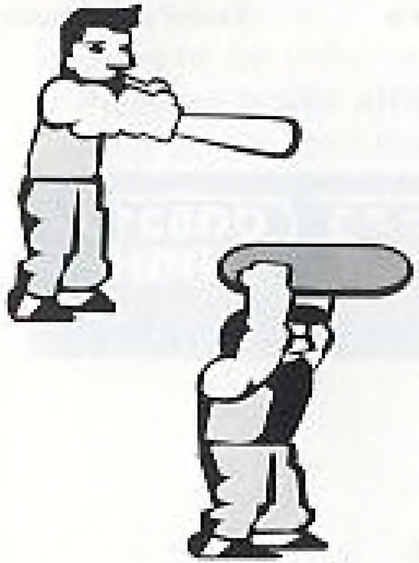
UP ARROW + "B" BUTTON
Flying kick.



UP ARROW + LEFT/RIGHT ARROW + "B" BUTTON
Running Flying kick.

FIGHTING TECHNIQUES (continued)

"A" BUTTON
Swing/throw weapon.



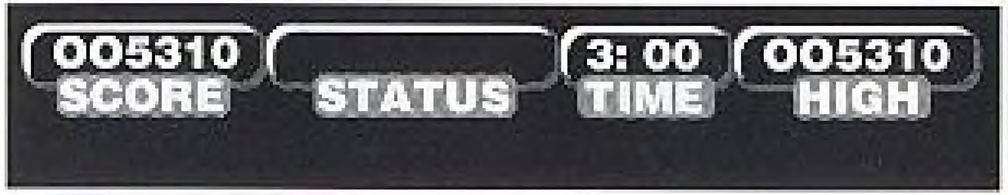
DOWN ARROW + "B" BUTTON
Foot sweep.

Some of the weapons in **TARGET: RENEGADE** include fire extinguishers, garbage cans, and baseball bats.

PLAYER STATUS & SCORING

The player's current current score and strength are displayed below the game screen.

Player score	Remaining time
Status indicator	High score



BONUS ITEMS

Sometimes a heart will appear after Renegade defeats a gang member. This heart can partially restore Renegade's energy.

To pick up a heart:

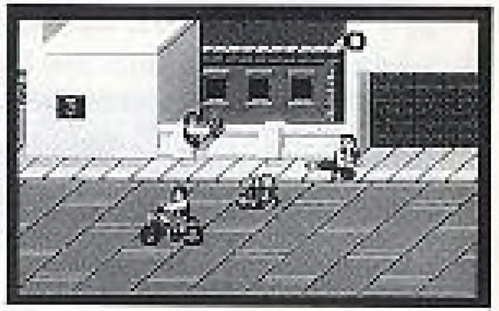
1) Stand on top of the heart.
2) Press the **DOWN ARROW** key and the **"A"** button at the same time to catch the heart.

THE BAD SIDE OF TOWN

Check out the gangs and the turf you'll have to cross!

LEVELS ONE/TWO/THREE: THE PARKING GARAGE

Renegade begins his race against time by rumbling with the Sleazy Riders. Keep an eye out for Achilles! There's no time for a friendly talk; get to the elevators and make your way down to the main entrance, where the Bat Boys and the South Side Stranglers will welcome you with open arms! Of course, you'll have to say "hi" to Big Bob!



"THE FIGHT FOR RIGHT RAGES ACROSS THE CITY!"

LEVEL FOUR: DOWNTOWN

This side of town is really sleazy, and it's home to two more gangs. The Dagger Dudes put on a really good knife throwing show. Go a little further down the block and you'll meet the Bruise Brigade. Two is company, and three is dangerous! If you make it this far, Siggy will want to personally congratulate you.

"SURVIVAL DEPENDS ON YOUR STREET SMARTS!"

LEVEL FIVE: THE PARK

This is no place to hold a picnic, unless you invite the Skate Lords! These skateboarding maniacs will give you a "run down" feeling. Over by the snack bar are the Hammer Heads. Their specialty is waste disposal! Siggy shows up again when you least expect it.

"TURN THE TIDE WITH FAST FEET AND FLASHING FISTS!"

LEVEL SIX: UPTOWN

You're getting closer to Mr. Big's Pig Pen. Watch out for the Karate Clan! They can make coleslaw out of anyone! Be sure to show the Bouncers some identification when you get to the Pig Pen!

LEVEL SEVEN: THE PIG PEN

This is It! The final showdown between Renegade and his arch enemy. Will our hero take back the streets and rescue his brother? Will Mr. Big win the day and rule the city? What's it going to be, Renegade? The final outcome is in your hands.

More Bouncers greet you at the front door. The Bruise Brigade is waiting by the pool tables. Mr. Big knows you're here. He's full of surprises!

CONTINUE OPTION

This option is available after the player starts **Level Two.** A player can continue once per game. When the **Continue Screen** appears, press the "**A**" button to continue game play before the timer reaches zero.

HIGH SCORE SCREEN

Enter your initials into the **TARGET: RENEGADE** Hall of Fame.

To select a character:

Move the cursor with the **UP/DOWN/LEFT/RIGHT ARROW** keys.
Press the "**A**" button to enter a character.

To edit your initials:

Select the **ARROW** symbol with the cursor.
Press the "**A**" button to move backwards and erase the characters you entered.

To leave the HIGH SCORE SCREEN:

Select the **END** symbol in the lower right corner of the screen with the cursor.
Press the "**A**" button to exit the **HIGH SCORE** screen.

HINTS AND TIPS

- Keep moving.
- Gang leaders require different fighting tactics.
- Punches don't work on motorcycles.
- Don't get between Bouncers.
- Some streets have alleys you can duck into.
- Always grab a weapon when you can.

NOTES

NOTES

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio or television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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